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Maze of Agoth

By Michael Redston

Quest Background

The far-away village of Elvar was always a peaceful quiet place. For hundrets of years the citizens lived in harmony.
Until one day...
An anourmos dragon named Agoth came into the village and terrorized it, forcing its citizens to bring him 100 gold coins and one human sacrifice every month. In a case that one month they didn't, he burnt third of their village. That happened only once, though; after the attack the citiznes never questioned Agoth again.
After caming for the first time to the village, Agoth found himself a big undergroung maze to live in and, ofcours, store his treasures.
Would someone dare challenge Agoth the mighty and save the village?

Quest Goals

Entering the village, you and your companions meet with many men and women running towrads you, screaming and begging for help.
Your goal is to find Agoth and exterminate him.
Good luck.

Area 1: The Quest Begins

You enter the room, fighting your way through. A roaring dragon appears just a few meters away. You pick a rock from the ground, thowing it on the dragon; but giant squid arms apear from the water and stops the rock. They stay there, not going back into the water. Even the dragon won't dare facing them.

The Overlord can't move any figure (even if it has the Fly ability) through the water. Furthermore, no attacks what so ever may be made through the water. (A hero/monster can't make ranged attack, for example, targeting a space that's in the other side of the water.) This alsaw stops the Breath and Blast abilities from affecting any spaces that are in the other side of the water. However it doesn't stop line of sight for spawning monsters purposes.

Read this if a hero moves into the sapce that the encounter (question mark) is occupying:

You find a magical object, so powerful it's waving intensity.

The hero standing on the encounter marker may replace it with any one Relic marker of his or her choice.
Alsaw, the team gets one conquest token.

Area 2: The Path of Horrors

You hear the sound of water dropping, and a small waterpool is revealed to your eyes.
Some horrors awaits in side, but you gather your courage and continue walking.

Area 3: Room of Desicions

The ceiling is high in here, and even when you cruch your neck completely you can't see it.
There are alot of traps in here, although alot of rewards.

Area 4: Endless Corridors

A long corridor is revealed to you. And beyond it? more corridors.
You hear the sound of giant footseps, but you see no sign of them.

Area 5: Hole of Deeds

Two big threats are in here. Can you make it?

Area 6: Do or Die

Getting down from the stairs, you enter a solitude room.
Only one thing is standing between you and that key.
Okay, maybe more than one.

Area 7: Test of Courage

Guarding the key, only one angry master manticore and two hell hounds.
Easy, right?

If a hero move to one of the two spaces occupying the encounters (question marks), both that encounter and the other encounter are removed from the board. Read this:

It seems you have leashed some sort of evil power; black smoke rises and gather infront of the door. You try to run through it but you can't. From that deep dark haze you hear a voice: You have to kill the monsters here first in order to get out.

Heroes outside of the door can't get in untill the heroes inside kill all the monsters occupying the room. Heroes beyond the door can't get out until they kill those monsters. In both cases, "the dark smoke" dissapears if a Hero dies. Until that happens, "the dark smoke" blocks line of sight.

Area 8: The Chamber of Power

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One small chamber, one big demon, two tempting treasures. Simple as that.

Area 9: Surprises... and more

To your eyes it seems like a big storage room.
To the monsters' eyes it seems like something to guard at.
Listening carefully, you hear the flopping of an anormous pair of wings.

Area 10: The Final Battle

This is the end; for good or bad.
As if Agoth needs any more assistant, two monsters are guarding it.
And there's more.
It's now or never; defeat Agoth and win fame and glory, or lose and no one will never see or hear from you again.

Agoth has all the stats as a normal master dragon, but it alsaw has +1 burn and +1 armor.

If the heroes defeat Agoth:

Well done; you saved the village and won fame and glory.

Chests:

Copper 1- 1 conquest token, 1 copper treasure, 1 vitality potion,1 curse.
Copper 2- 1 conquest token, 1 copper treasure, 1 healing potion, 1 curse.
Copper 3- 2 conquest tokens, 75 coins, 1 copper treasures, 2 curse.

Silver 1- 2 conquest tokens, 1 silver treasure, 150 coins, 3 curse.
Silver 2- 3 conquest tokens, 1 silver treauser, 3 curse.
Silver 3- 2 conquest token, 1 silver treasure, 1 training token, 4 curse.

Gold 1- 4 conquest tokens, 1 gold treasure, 300 coins, 4 curse.
Gold 2- 3 conquest tokens, 1 gold treasure, 1 skill card, 5 curse.

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